Name:
Player:
Tamer's Name:

Program Type:
Battle Style:
Family:

Nature:
Demeanor:
Concept:

Attributes

Gnosis	*Willpower*	*Rage*
O O O O O O O O O O	O O O O O O O O O O	O O O O O O O O O O

Abilities

Talents		*Skills*		*Knowledges*	
Alertness	OOOOO	Animal Ken	OOOOO	Computer	OOOOO
Athletics	OOOOO	Crafts	OOOOO	Enigmas	OOOOO
Brawl	OOOOO	Drive	OOOOO	Investigation	OOOOO
Dodge	OOOOO	Etiquette	OOOOO	Law	OOOOO
Empathy	OOOOO	Firearms	OOOOO	Linguistics	OOOOO
Expression	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Intimidation	OOOOO	Melee	OOOOO	Occult	OOOOO
Primal-Urge	OOOOO	Performance	OOOOO	Politics	OOOOO
Streetwise	OOOOO	Stealth	OOOOO	Rituals	OOOOO
Subterfuge	OOOOO	Survival	OOOOO	Science	OOOOO

Advantages

Backgrounds		*Charms*	*Charms*
	OOOOO		
	OOOOO		
	OOOOO		
	OOOOO		
	OOOOO		
	OOOOO		
	OOOOO		

Essence

O O O O O O O O O O
O O O O O O O O O O
O O O O O O O O O O
O O O O O O O O O O
O O O O O O O O O O
❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
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❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Speed Chart
R:
C:
U:
M:

Extra Health Levels

C: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑
U: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑
M: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑

Rank

Final Health Levels

R: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑

		B	L	A
Bruised		❑	❑	❑
Hurt	-1	❑	❑	❑
Injured	-1	❑	❑	❑
Wounded	-2	❑	❑	❑
Mauled	-2	❑	❑	❑
Crippled	-5	❑	❑	❑
Incapacitated		❑	❑	❑

Size Level
R:
C:
U:
M:

Character Sketch

Rookie — *Champion* — *Ultimate* — *Mega*

No Change

Difficulty to Digivolve: 6

+1 Willpower
+2 Rage
+10 Essence
Difficulty to Digivolve:

+2 Willpower
+3 Rage
+20 Essence
Difficulty to Digivolve:

+4 Willpower
+5 Rage
+30 Essence
Difficulty to Digivolve:

Other Traits

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Initiative

Description

Sex: _____
Race: _____
Eye Color: _____
Country: _____
Height: _____
Weight: _____

Quote: _____

Equipment

Merits & Flaws

Combat

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Will+Brawl	5	Strength+ /L
Body Slam	Will+Brawl	7	Special/B
Claw	Will+Brawl	6	Strength+ /L
Grapple	Will+Brawl	6	Strength/B
Kick	Will+Brawl	7	Strength+1/B
Punch	Will+Brawl	6	Strength/B

A=Aggravated Damage
B=Bashing Damage
L=Lethal

Data:
Vaccine:
Virus:

Emerald:
Ruby:
Topaz: